

FIG. 1A

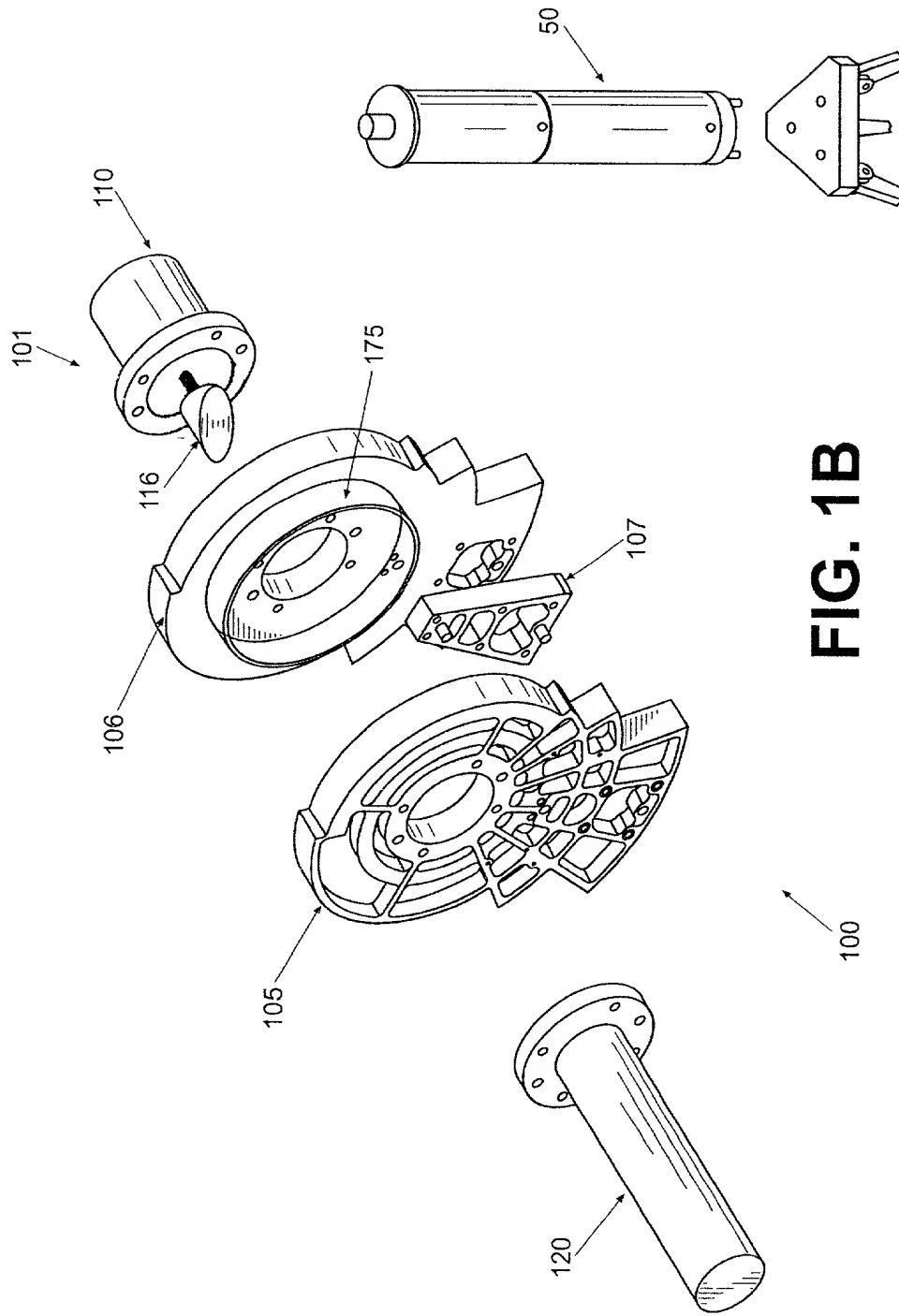
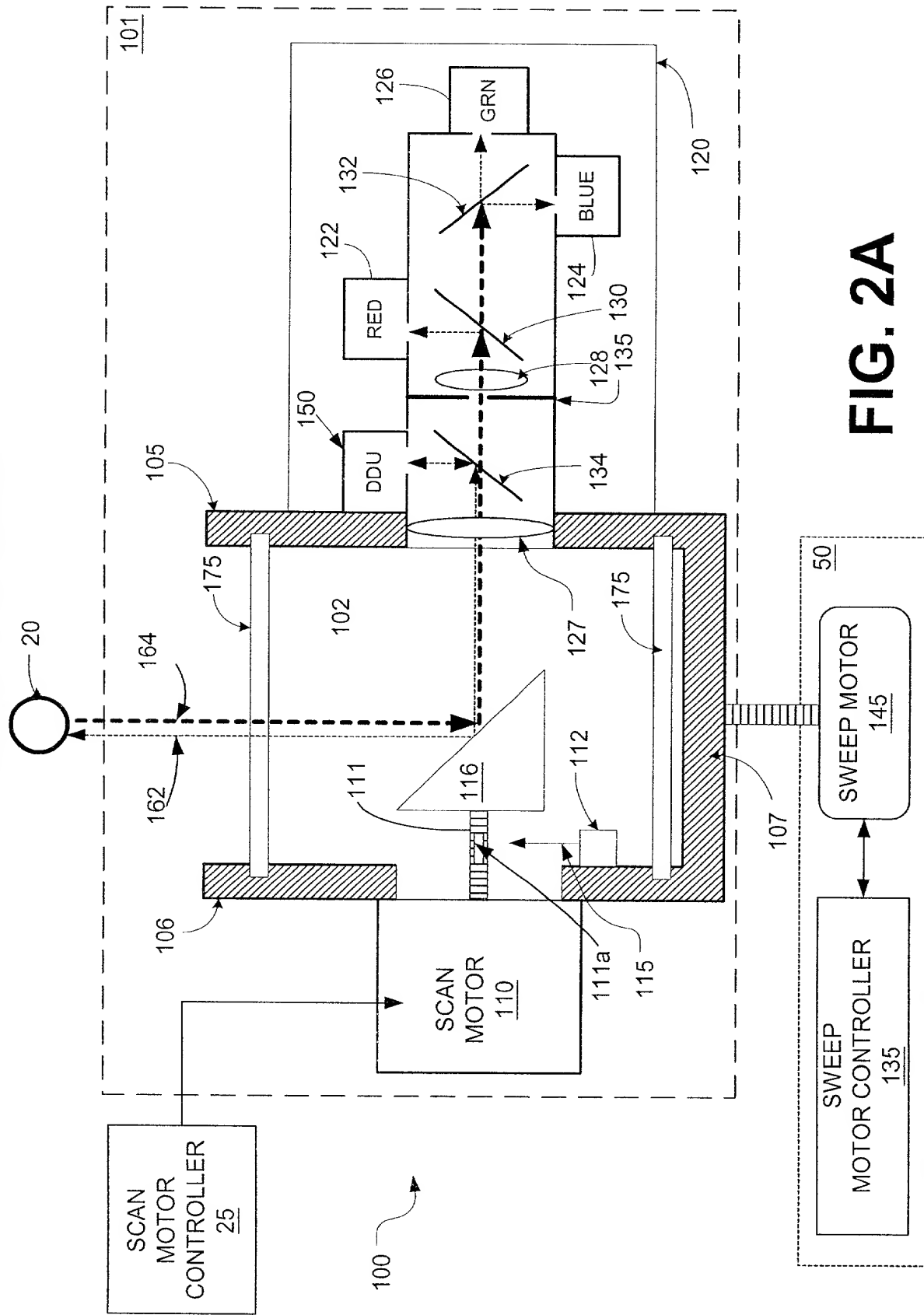


FIG. 1B



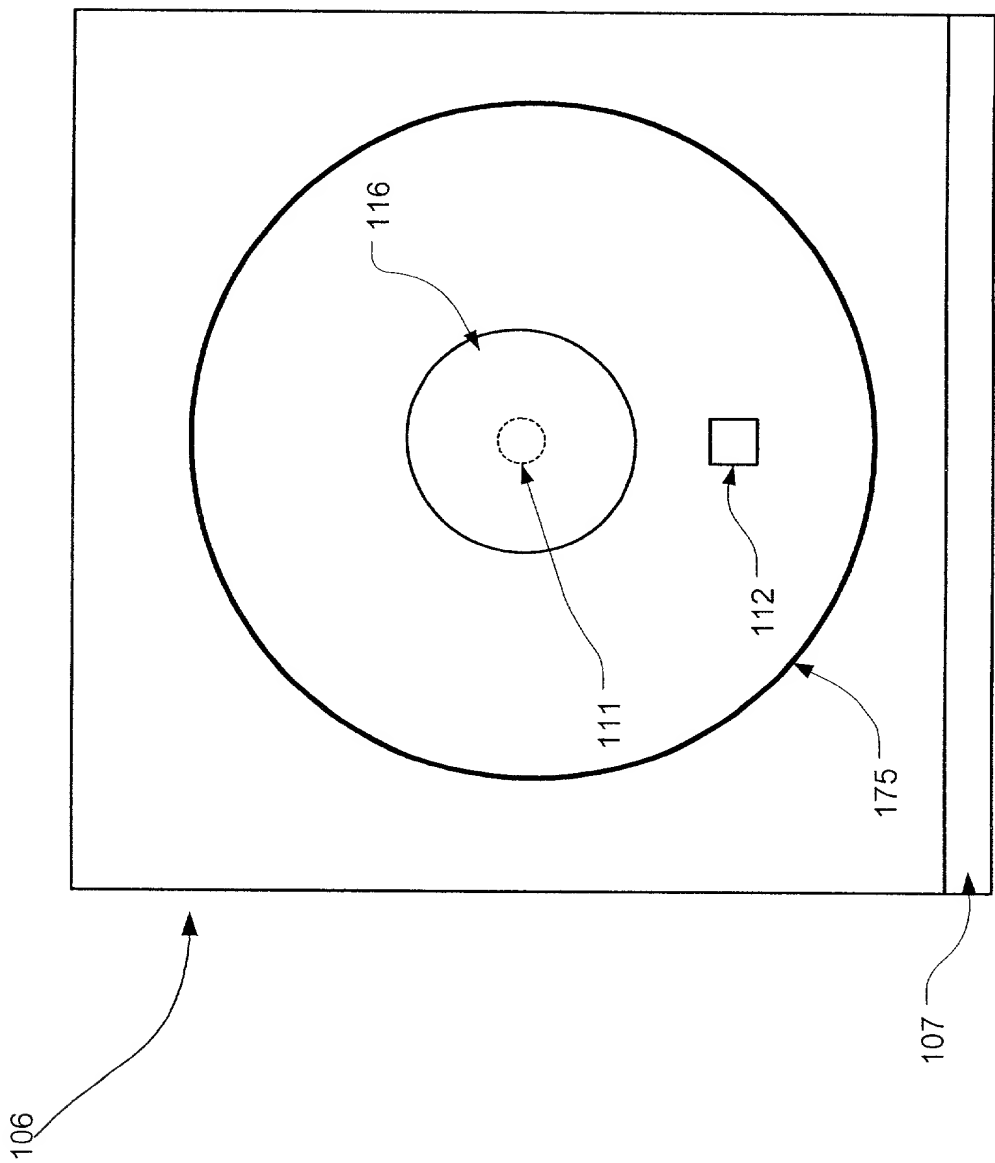


FIG. 2B

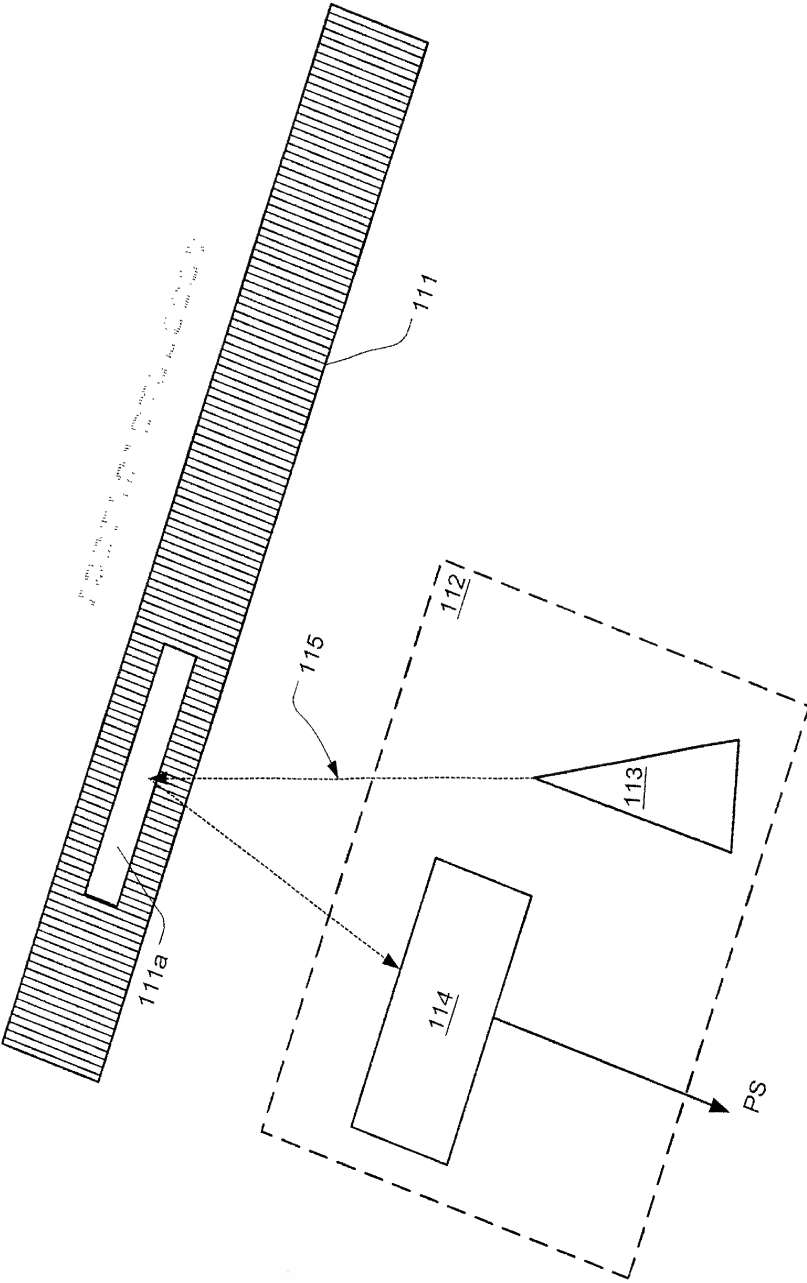


FIG. 3

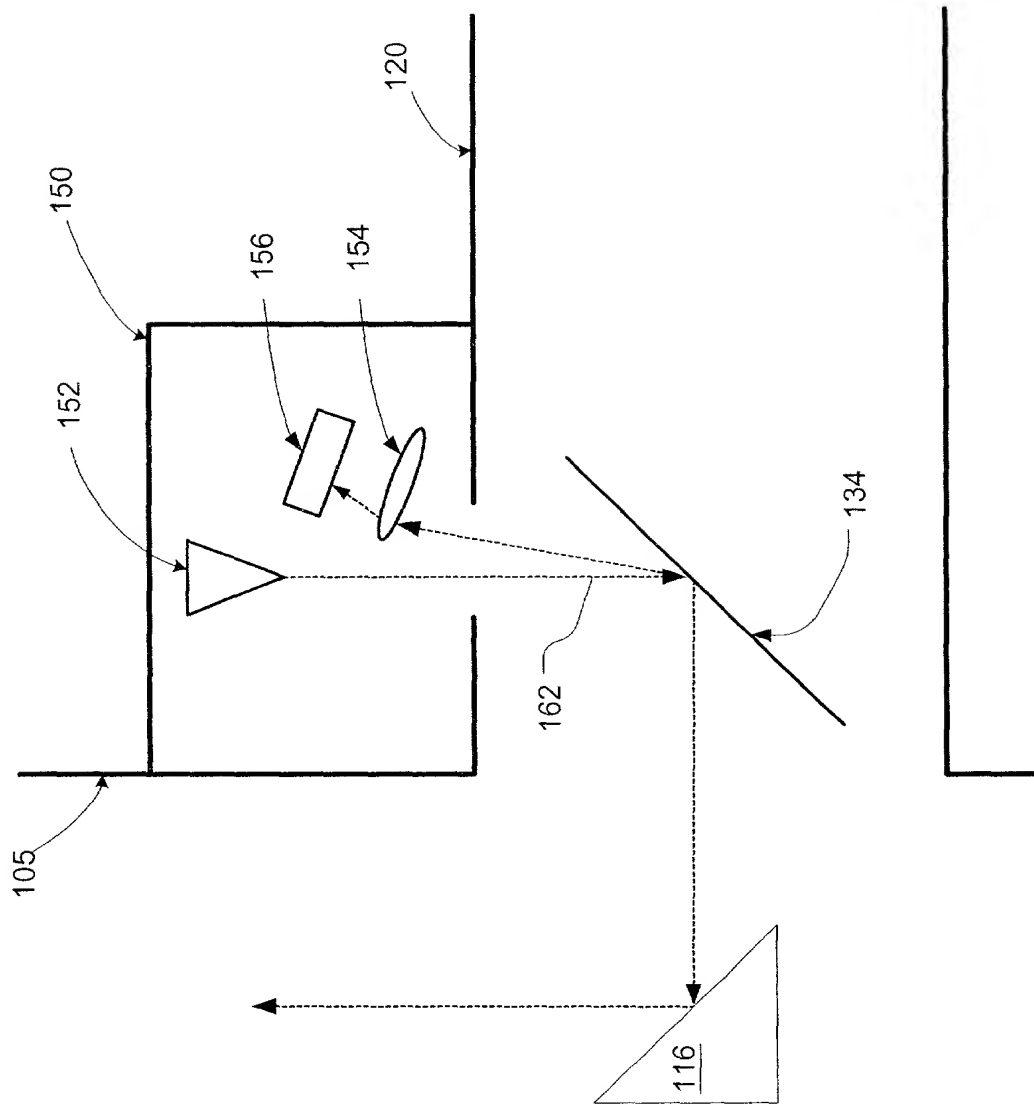


FIG. 4A

FIG. 4B is a block diagram of a system 20, which includes a processor 101, a memory 150, a display 116, and a user interface 152. The system 20 is configured to receive input from the user interface 152 and process the input to generate output displayed on the display 116. The processor 101 is connected to the memory 150 and the display 116. The user interface 152 is connected to the processor 101.

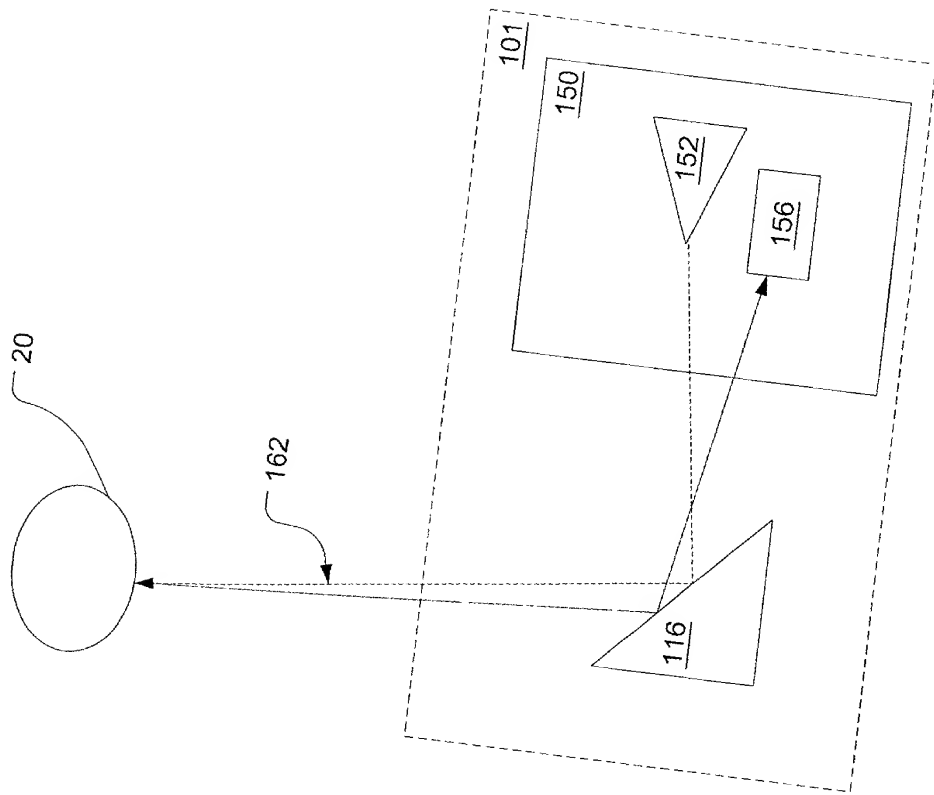


FIG. 4B

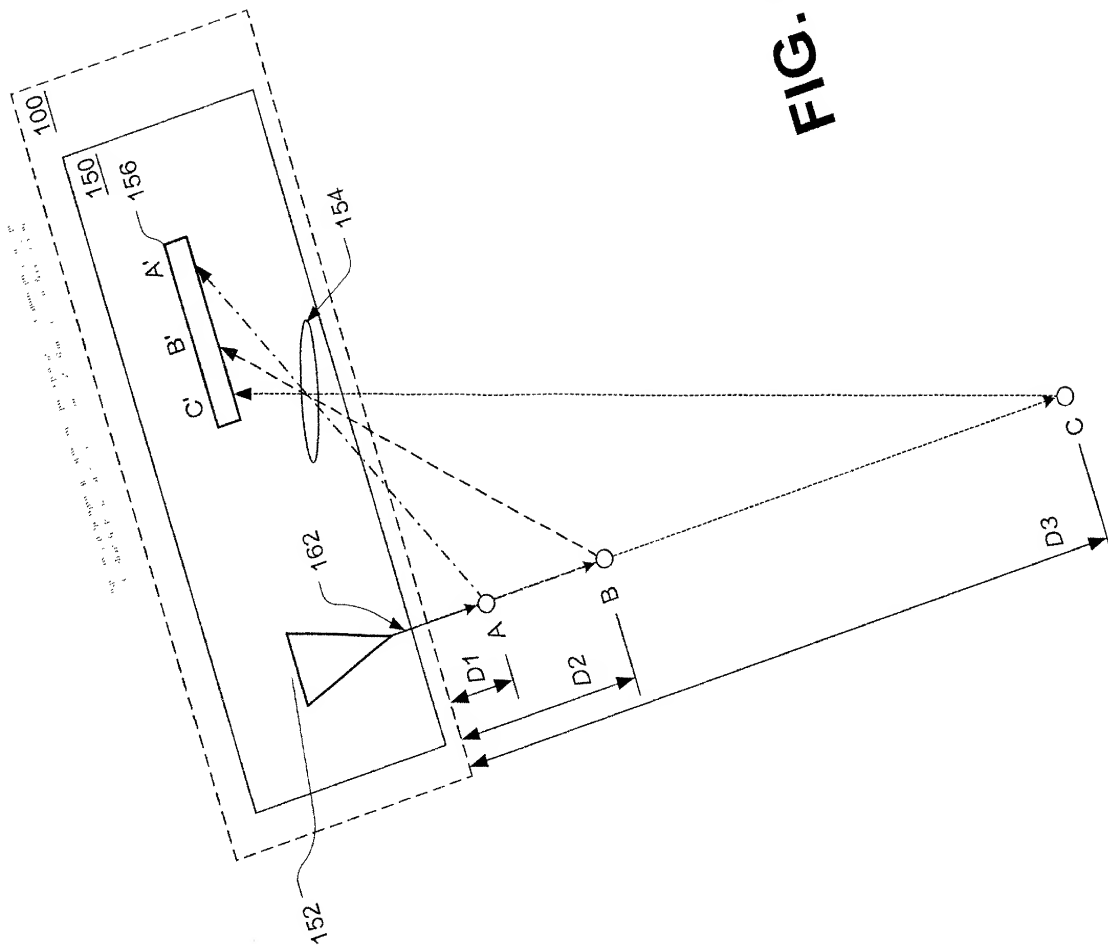


FIG. 4C

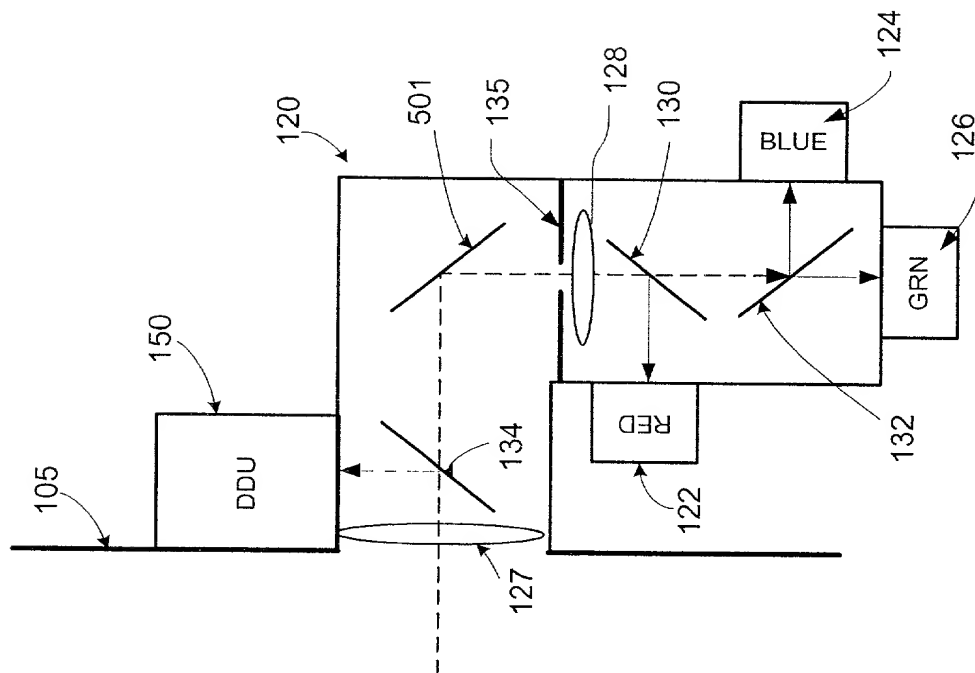


FIG. 5

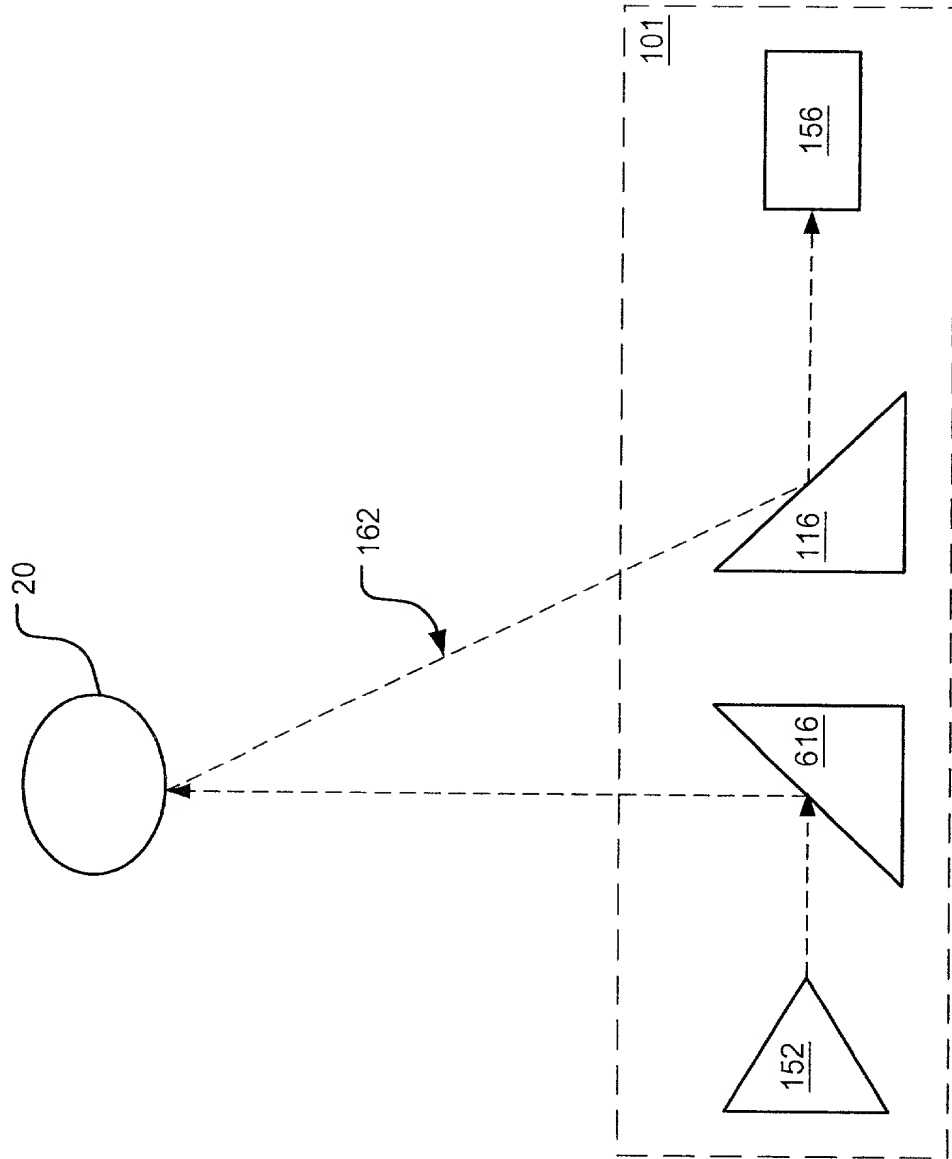


FIG. 7

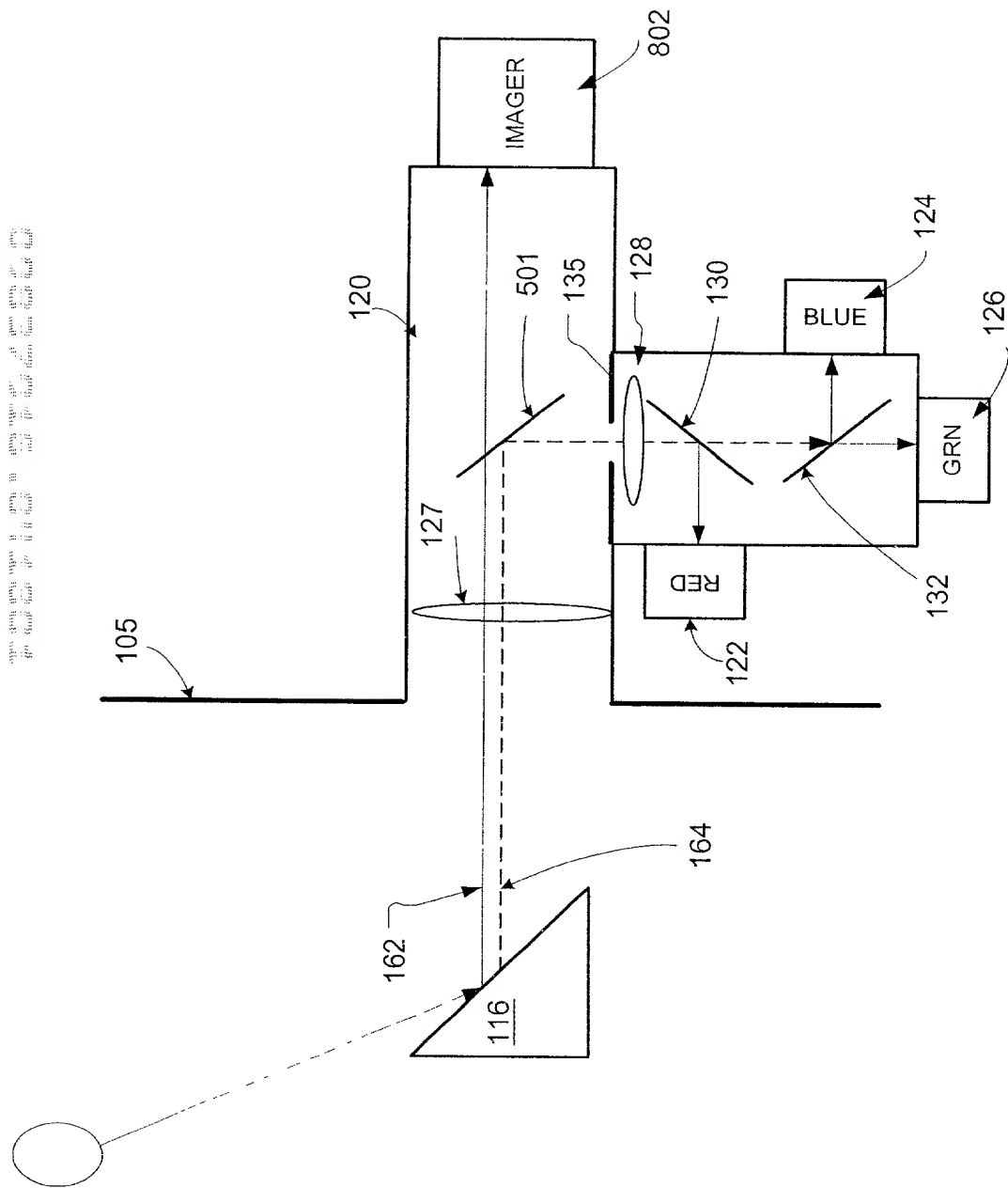


FIG. 8A

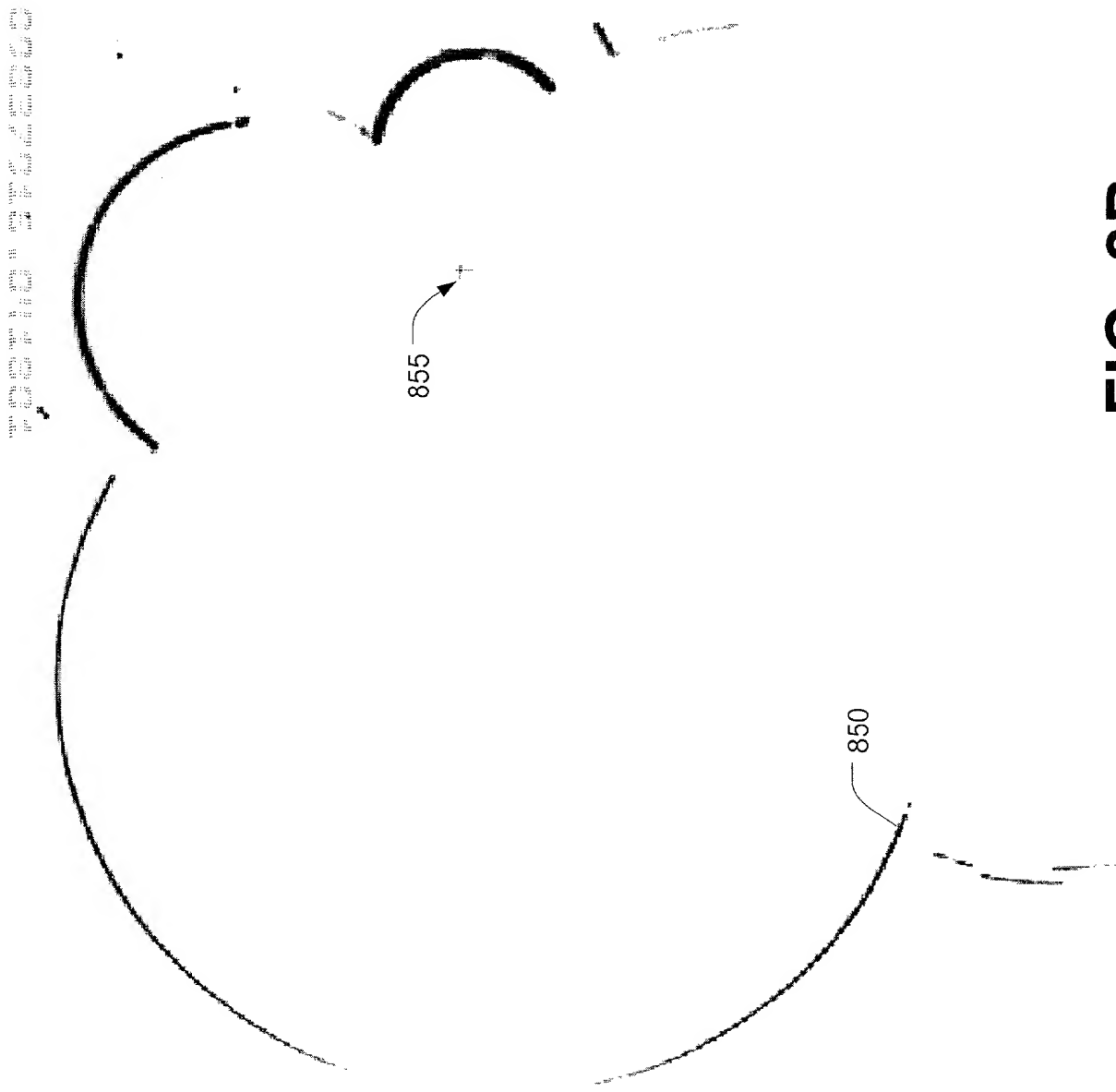


FIG. 8B

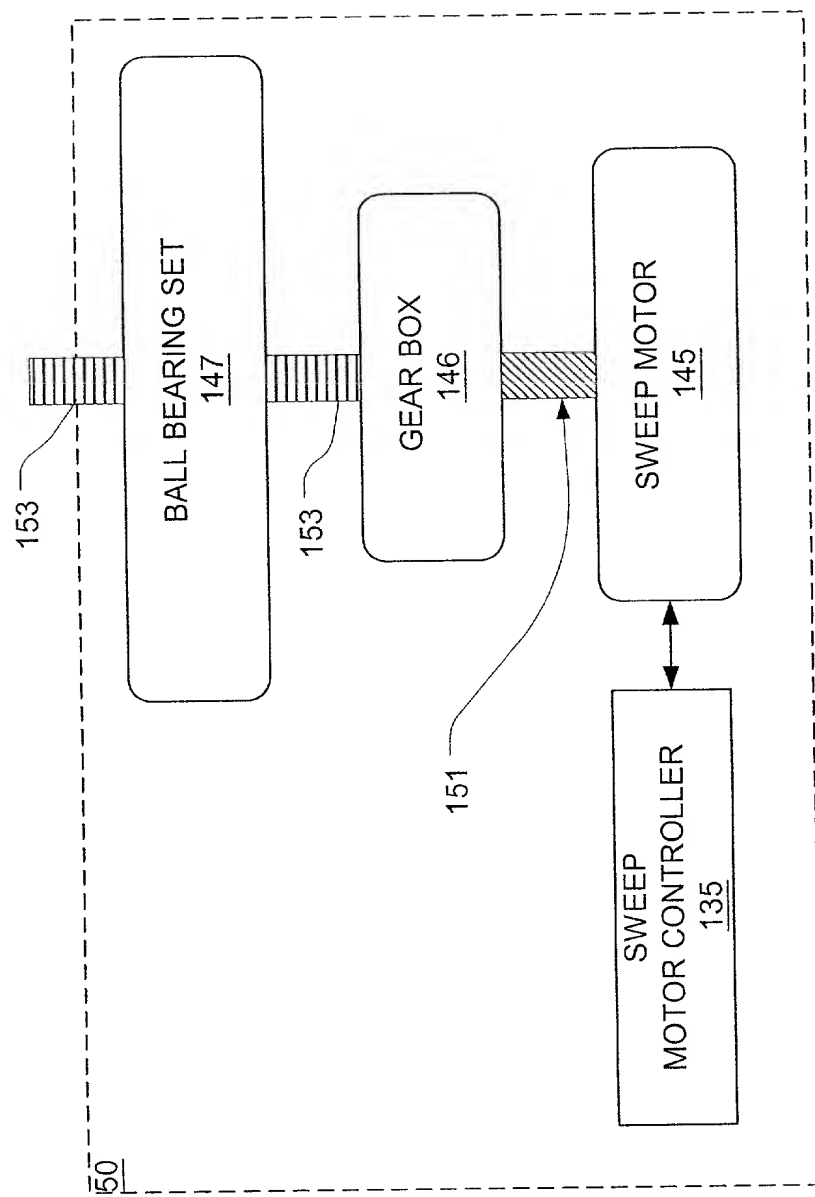


FIG. 9

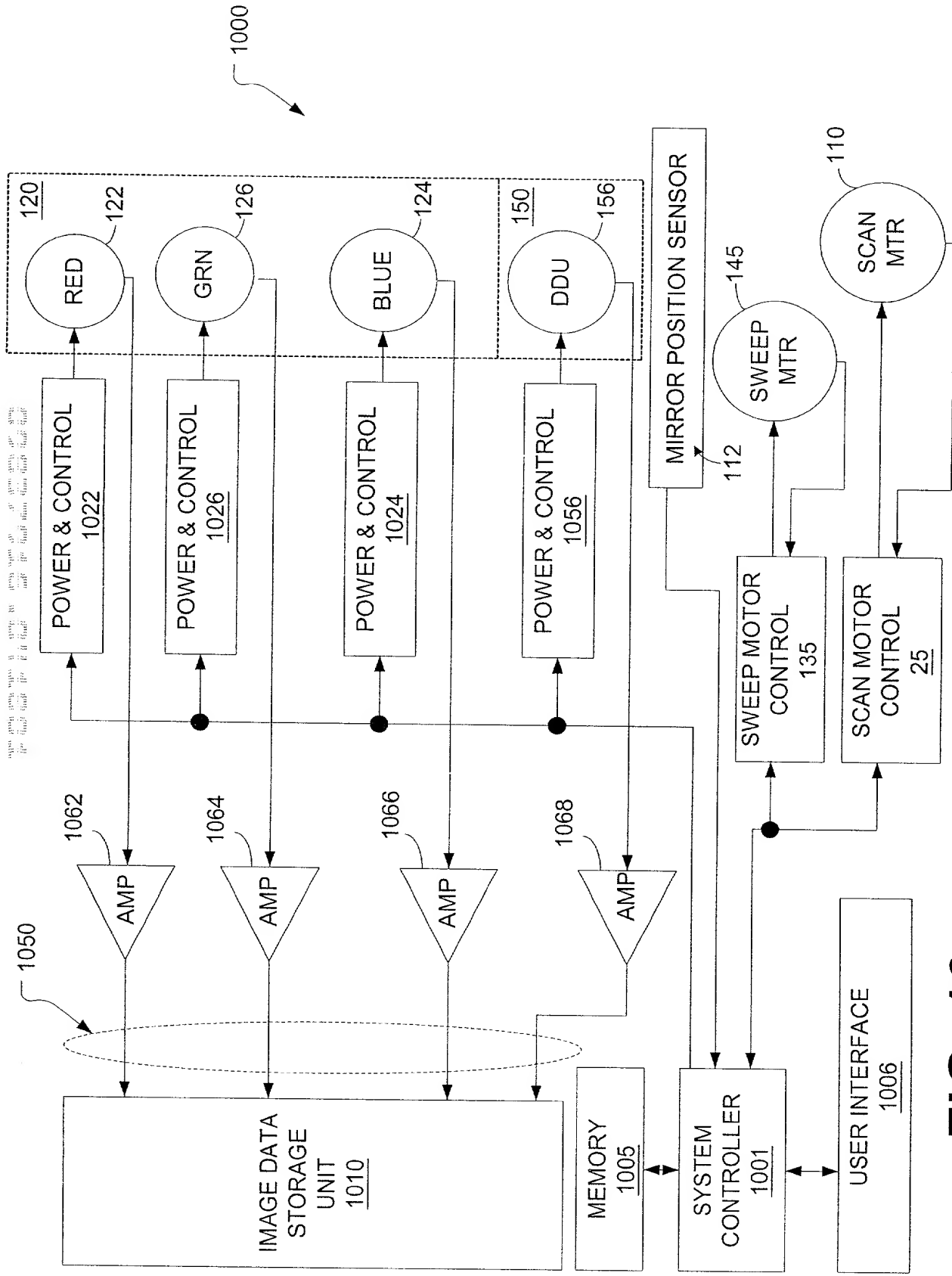


FIG. 10

US 6,111,111 B1
May 1, 2001
VistaScape Scanning Camera

VISTASCAPE SCANNING CAMERA

File Edit View Options Setup Help

1101

SETUP-IMAGE CAPTURE CONTROL VARIABLES

1110

16000

IMAGE RESOLUTION:
(in pixels/mirror rotation)

1112

0

HEAD UNIT
SWEEP START POINT:
(between 0 - 360 degree)

1114

360

HEAD UNIT
SWEEP STOP POINT:
(between 0 - 360 degree)

1116

5

MIRROR
CAPTURE START POINT:
(between 0 - 360 degree)

1118

355

MIRROR
CAPTURE END POINT:
(between 0 - 360 degree)

1120

CAPTURE FORMAT

☐ RGB
☐ MONOCHROME
☒ IR

1122

FILE NAME:

IMAGE 001

FIG. 11

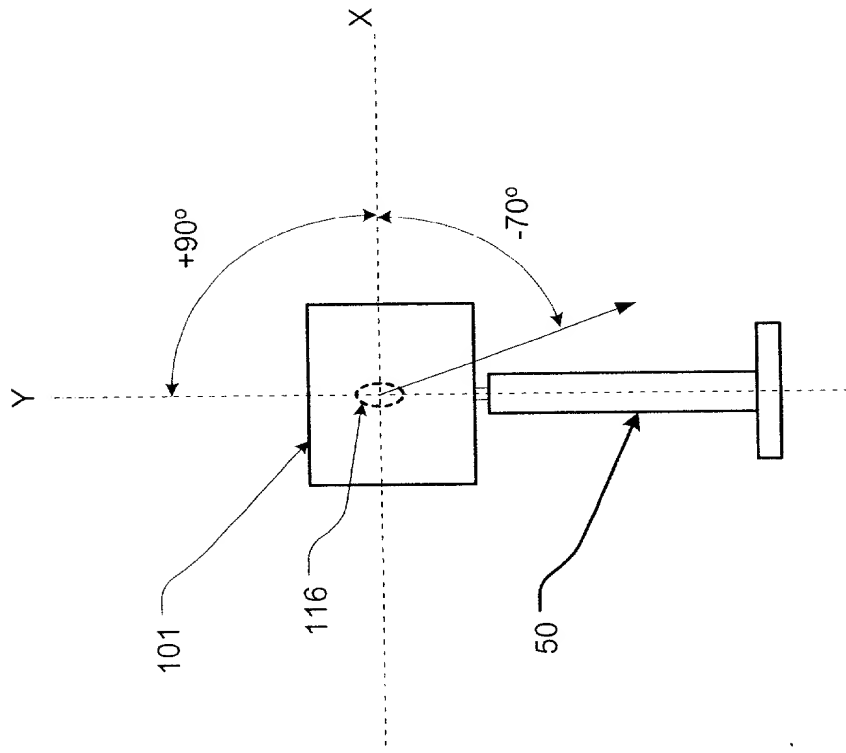


FIG. 12A

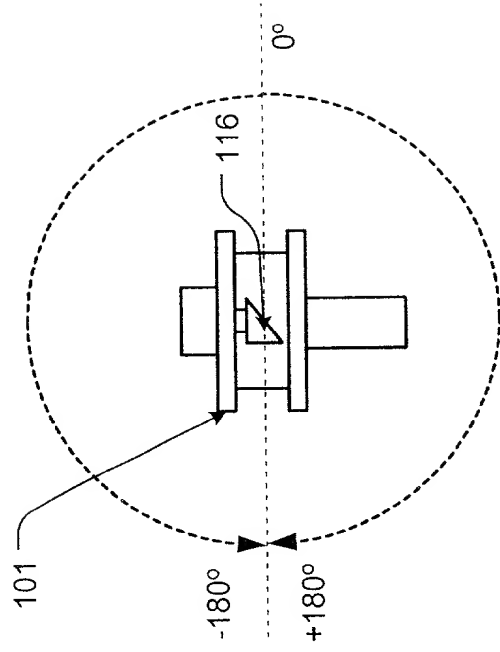


FIG. 12B

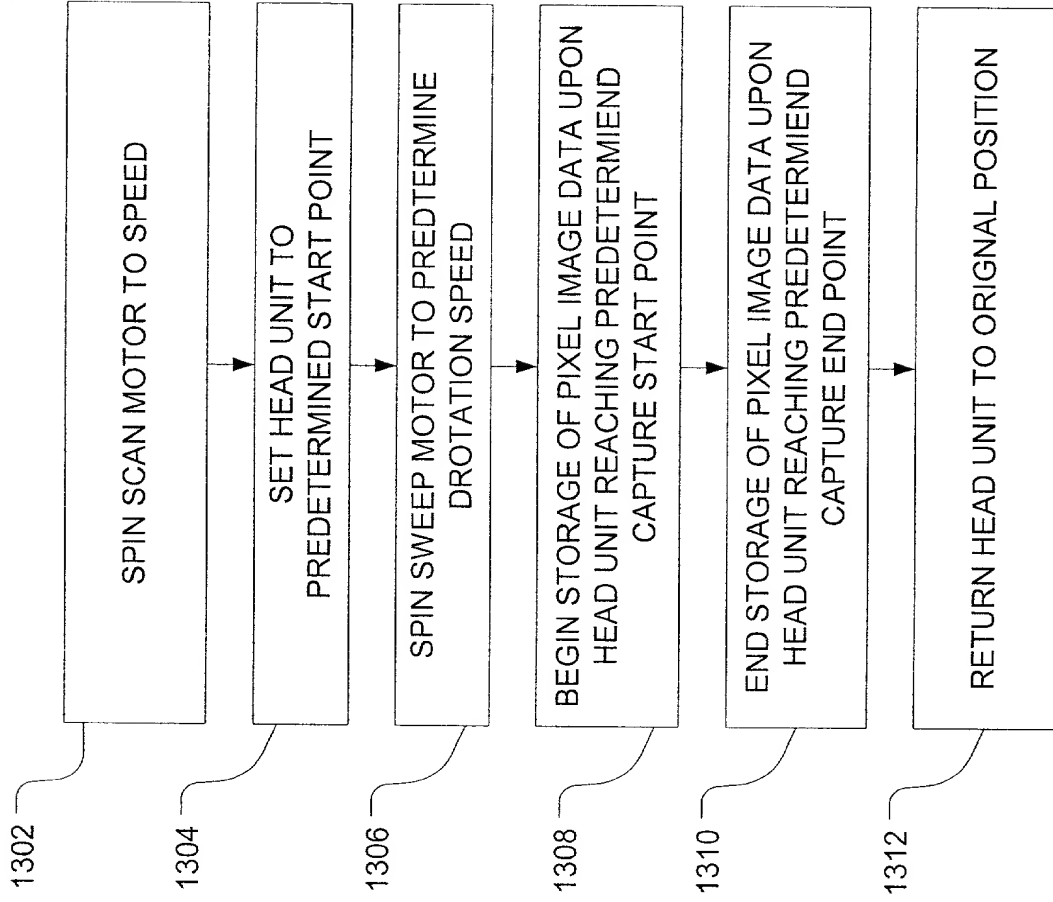


FIG. 13